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# Critical Urban Futures Sensorium: Sound

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## ABSTRACT

Media Architecture often focuses on creating solutions that trigger our visual sense. The perception we have about the urban environment is however influenced by factors that affect all our senses. In this full-day workshop we will focus on our auditory sense and explore future possibilities of sound and media architecture.

## WORKSHOP DESCRIPTION

Noise is seen as a major issue for discomfort and diseases in urban areas. Currently, more than half of the population is living in urbanised areas, which at the same time means that half of the population is affected by noise pollution, and new technological visions will likely increase noise pollution in urban areas. At the same time, sound is seen as something very site-specific, something that describes the identity of a place, and can evoke feelings of belonging.

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## KEYWORDS

Speculative design; critical design; foresight; scenarios; senses; sound; noise; sonic fiction; media architecture; urban planning.

This friction will form the starting point of the full-day workshop, which will introduce participants to the principles of Critical and Speculative Design and will focus specifically on urban sound and the challenges for media architecture. Participants will be introduced to analytical and experimental tools and forms of practice that enhance a critical reflection about the present of smart city developments and its possible future impacts.

## Schedule

In the first part of the workshop, participants will be introduced to urban sound and noise, followed by a walking tour through a selected area in proximity to the conference site. Please let us know in advance if you have any physical issues around participating in a guided walk around the city. The second part will focus on creating prototypes of speculative future scenarios and artefacts and discuss implications for media architecture and urban planning.

The outcomes will be based on a range of media chosen by the participants, ranging from stories, sketches, prototypes, collages, to sound-files, installations, films, performance.

## Target audience

The workshop is open to anyone interested in advancing their understanding of scenario techniques and speculative design and sound/noise. No specific knowledge of neither media architecture or sound studies, nor speculative design is needed. Experimentation and critical reflections are encouraged.

Full attendance is required. The workshop will be held in English.

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